MEDAL OF HONOR
ALLIED ASSAULT

FIRST EDITION   CENTRAL EUROPE

SPEARHEAD

EXPANSION PACK

TEEN
T
CONTENT RATED BY
ESRB

EA GAMES
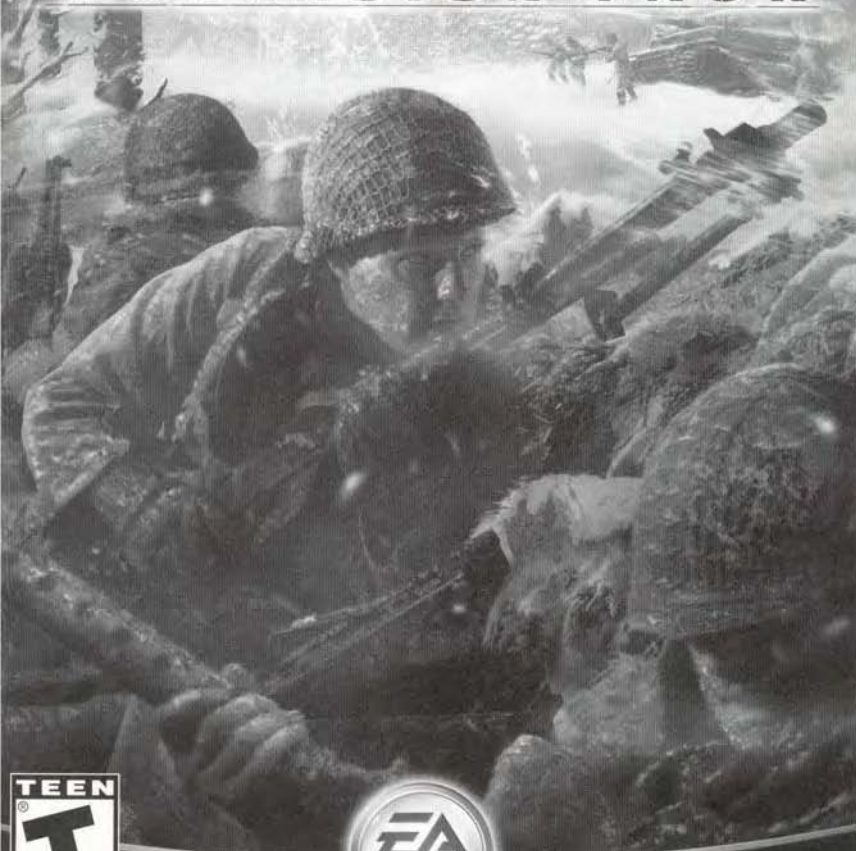
MEDAL OF HONOR ALLIED ASSAULT™ SPEARHEAD

GAMEPLAY AND WINDOWS® (PC) INSTALL GUIDE

Requires *Medal of Honor Allied Assault™* to play.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

INSTALL GUIDE

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION

★ *Medal of Honor Allied Assault* installed

★ Windows® XP, Windows 2000, Windows Me, Windows 98, or Windows 95 (Windows NT is not supported)

★ 450 MHz Intel® Pentium® II or 500 MHz AMD® Athlon processor

★ 128 MB RAM

★ 8x CD-ROM/DVD-ROM drive

★ 800 MB free hard disk space plus space for saved games (additional space required for Windows swap-file and DirectX™ 8.0 installation)

★ 16 MB OpenGL capable video card using an NVIDIA GeForce 3, NVIDIA GeForce 2, NVIDIA GeForce 256, NVIDIA Riva TNT2, NVIDIA Riva TNT, ATI Radeon, ATI Rage 128 Pro, ATI Rage 128, PowerVR3 Kyro II, or PowerVR Kyro chipset

★ DirectX 8.0 compatible sound card

★ Keyboard, Mouse

RECOMMENDED

★ 700 MHz or faster Intel Pentium III or AMD Athlon processor

★ 32 MB or greater supported OpenGL capable video card with OpenGL and DirectX 8.0 compatible driver

REQUIRED FOR MULTIPLAYER GAMES
INTERNET (2-32 PLAYERS)

✧ 56.6 Kbps or faster Internet connection

✧ 1 disc/player per computer

NETWORK (2-64 PLAYERS)

✧ TCP/IP compliant network

✧ 1 disc/player per computer

INTRODUCTION

Thank you for purchasing *Medal of Honor Allied Assault™ Spearhead*. This Install Guide will assist you with installing and running the game on your system, as well as provide valuable trouble-shooting and support information.

Please take time to ensure your system meets the Minimum Configuration requirements. It is essential that your system meets these requirements in order for *Medal of Honor Allied Assault Spearhead* to function properly.

DISK PREPARATION

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk, Disk Defragmenter, and Disk Cleanup.

ScanDisk searches your hard drive for lost allocation units as well as cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly, thereby helping to prevent corrupt data. Disk Cleanup clears unnecessary files from your system, freeing up disk space and preventing conflicts that might stop the game from installing correctly.

To run ScanDisk (Windows Me and 98 only):

1. Left-click the ▦**Start** button from the Windows Taskbar. The Start menu opens.

2. From the Start menu, select **Run**....

3. In the Run dialog box, type **scandisk**, then click **OK**. ScanDisk opens.

✧ Make sure a check mark appears in the **Automatically fix errors** box, then select the drive to which you are installing the game (e.g., C:).

4. Click **START** to begin ScanDisk.

To run Disk Defragmenter:

1. Left-click the ▦**Start** button from the Windows Taskbar. The Start menu opens.

2. From the Start menu, select **Run**....

3. In the Run dialog box, type **dfrg.msc** (or **defrag** if using Windows Me, 98, or 95), then click **OK**. The Select Drive dialog box appears.

✧ Select the drive to which you are installing the game.

4. Click **Defragment** (or OK) to begin Disk Defragmenter.

To run Disk Cleanup:

1. Left-click the ▦**Start** button from the Windows Taskbar. The Start menu opens.

2. From the Start menu, select **Run**....

3. In the Run dialog box, type **cleanmgr**, then click **OK**. The Select Drive dialog box appears.

4. Select the drive to which you are installing the game, then click **OK**. The Disk Cleanup window appears.

5. In the Files to delete: field, make sure a checkmark appears in the **Temporary files** box (if present). If any other boxes are checked, uncheck them.

6. Click **OK** to begin Disk Cleanup.

✧ A prompt appears asking for verification to delete files. Click YES.

INSTALLING THE GAME

NOTE: You must have *Medal of Honor Allied Assault* installed on your computer in order to install Medal of Honor Allied Assault Spearhead Expansion Pack.

To install *Medal of Honor Allied Assault Spearhead*:

1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners (➤ *General Performance/Lockups* on p. 8 for more info).
3. Insert the *Medal of Honor Allied Assault Spearhead* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.
   ◇ If the Autorun menu does not automatically appear, left-click the ⊞**Start** button from the Windows Taskbar and select **Run...**. Type **D:\Autorun.exe** in the Run dialog box, then click **OK** (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').
4. Click INSTALL to initiate the Setup program.
5. You are now prompted to enter your serial number, which can be found on the back of your *Medal of Honor Allied Assault Spearhead* CD case. Click OK.
6. If your version of *Medal of Honor Allied Assault* is out of date, the program launches a patch installation. Click OK and follow the on-screen prompts. The patch is installed and the Choose Destination Location screen appears.
7. Choose the location where you wish the *Medal of Honor Allied Assault Spearhead* files to be copied. Click NEXT to accept the default.
   ◇ To change the destination folder, click Browse..., select the location, and click NEXT.
8. Select the folder in the Start menu from which you want to run *Medal of Honor Allied Assault Spearhead* and click NEXT.
9. Choose whether or not you wish a *Medal of Honor Allied Assault Spearhead* shortcut to appear on your desktop. Game files are now copied onto your hard drive
10. If you wish to view the ReadMe file and register your copy of *Medal of Honor Allied Assault Spearhead*, check the appropriate boxes and click FINISH.
11. If you choose to register your software, select either REGISTER NOW or REGISTER LATER from the prompt.

Register Now: The registration form appears. Complete the form and return it to Electronic Arts. Setup is complete.

**Register Later:** The registration prompt closes and the setup is complete.
   ◇ You must register your software to be eligible for technical support.

STARTING THE GAME

To start *Medal of Honor Allied Assault Spearhead* (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners (➤ *General Performance/Lockups* on p. 8 for more info).
2. Left-click the ⊞**Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **EA GAMES** > **Medal of Honor Allied Assault Spearhead** > **Medal of Honor Allied Assault Spearhead**.

To start *Medal of Honor Allied Assault Spearhead* (without disc already in drive):

1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners (➤ *General Performance/Lockups* on p. 8 for more info).
3. Insert the *Medal of Honor Allied Assault Spearhead* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.
   ◇ If the Autorun menu does not automatically appear, left-click the ⊞**Start** button from the Windows Taskbar and select **Run...**. Type **D:\Autorun.exe** in the Run dialog box, then click **OK** (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').
4. Left-click the **PLAY** button.

NOTE: Please see the gameplay guide at the end of this install guide (➤ p. 14) or the *Medal of Honor Allied Assault* manual for game play instructions.

UNINSTALLING/RE-INSTALLING THE GAME

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

To uninstall *Medal of Honor Allied Assault Spearhead*:

1. Start the Windows operating system.
2. Left-click the ⊞**Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **EA GAMES** > **Medal of Honor Allied Assault Spearhead** > **Uninstall MOHAAS**.
3. Follow the on-screen instructions to complete the uninstall process.

NOTE: Files that were created after the installation of *Medal of Honor Allied Assault Spearhead*, such as saved games, will remain on the hard drive after completing the uninstall process. If you wish to continue to use these files, simply re-install the game to the same directory.

To re-install *Medal of Honor Allied Assault Spearhead*:

Follow the *Installing the Game* instructions on page 4.

PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

★ Please make sure you have read thoroughly the *System Requirements* and *Installing the Game* sections. It is essential that your system meets the Minimum Configuration requirements for the game.

If you followed the directions and are still having trouble installing or operating the software, below are some troubleshooting tips that might help solve the problem.

DIRECTX PROBLEMS

One of the most important aspects of trouble-shooting your system will be determining its compatibility with Microsoft's DirectX. DirectX is an Application Programming Interface (API) that gives Windows based applications high-performance access to your system's hardware. This makes the DirectX API well suited for Windows games. *Medal of Honor Allied Assault Spearhead* uses DirectX 8.0 and includes DirectX 8.0 files that you can install.

There are two considerations to be made. First, you must be sure that you have DirectX 8.0 (or higher) installed on your computer. Second, you must make sure that your existing hardware (your video and sound cards) has "drivers" that are *fully compatible* with the version of DirectX that you have installed. A "driver" is the software provided by your hardware manufacturer that allows your hardware to communicate with DirectX and Windows. It is essential that your video and sound drivers are fully up to date.

Three DirectX components, DirectDraw™, Direct3D, and DirectSound™, may require updating your video card and sound card drivers for proper operation. Using video card and sound card drivers that do not support DirectX, or that were written for an earlier version of DirectX, will result in various performance, display, and audio problems when running DirectX based applications.

During the installation of *Medal of Honor Allied Assault Spearhead*, the install program checks the version of DirectX that is installed on your system. If it finds that you have DirectX 8.0 or higher present, no action is taken. If it finds that you do not have DirectX 8.0 installed, you are prompted to install it.

To check your system's DirectX compatibility (to see if your video card and sound card drivers have DirectX support):

1. Left-click the ⊞**Start** button on your Windows Taskbar, then click **Run....**
2. In the Run dialog box, type **dxdiag** then click **OK**.
3. From the System tab, check the DirectX Version to ensure that you have DirectX 8.0 installed. If an earlier version is displayed (e.g., 6.0 instead of 8.0), or if dxdiag fails to launch, you will need to install DirectX 8.0 (➤ below).
4. Click on the Display and Sound tabs for the video and sound devices that you will be using to run the game.

The Drivers section of each tab displays the driver version number and whether or not your driver is Certified (or Signed) by Microsoft as supporting DirectX 8.0.

★ If the Certified or Signed field states "No" in this section, you should contact your manufacturer to obtain updated drivers that support DirectX 8.0. This can usually be accomplished by visiting the manufacturer's website and downloading the proper files. Contact your manufacturer directly for assistance in updating your drivers.

★ If the Certified or Signed field states "Yes" in this section, your video card or sound card supports DirectX 8.0 and should work properly in DirectX 8.0 applications.

★ You will also want to be sure that the driver version number is 4.12.xx.xxxx or higher (for example: 4.12.00.0000 would be good, while 4.03.00.0000 would indicate that the driver needs to be updated.)

★ Finally, refer to the Notes field at the bottom of each tab. These will provide useful information about the status of the drivers.

During the installation of *Medal of Honor Allied Assault Spearhead*, the install program checks your version of DirectX and prompts you to install it if necessary. If you wish to update to DirectX version 8.0 manually, please use the following steps.

To install DirectX:

1. Insert the *Medal of Honor Allied Assault Spearhead* disc into your CD-ROM/DVD-ROM drive. Exit the Autorun menu if it appears.
2. Click the ⊞**Start** button and select **Search > Files and Folders** (or **Find > Files or Folders**...). The Search dialog box appears.
3. In the file name field, type **DXSETUP**.
4. In the Look In: field, **select the CD-ROM/DVD-ROM drive** (this is typically the 'D:' drive, but may be different on your system.)
5. Click **Search** (or **Find Now**).
6. Double-click **DXSETUP** when it appears.
7. Click the **Reinstall DirectX** or **Install DirectX** button.
8. Follow the on-screen instructions.

GENERAL PERFORMANCE/LOCKUPS

In some cases, programs that are running on your system can monopolize resources that the game needs in order to install, load and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks", that are always running on your system.

IMPORTANT NOTE: While shutting down background tasks will optimize your system for running *Medal of Honor Allied Assault Spearhead*, these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Medal of Honor Allied Assault Spearhead* by restarting your computer.

ANTI-VIRUS/CRASH GUARD PROGRAMS

If your system is running Anti-Virus or Crash Guard programs you will need to close or disable them to run *Medal of Honor Allied Assault Spearhead*. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select "close", "disable", or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

GENERAL BACKGROUND TASKS

Once Anti-Virus and Crash Guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):

1. Hold down the **Ctrl** and **Alt** keys, then tap the **Delete** key. The Windows Task Manager appears.

2. Click the **Applications** tab. This tab displays a list of all background tasks running on your system.

3. To end a background task, click on its name in the list, then click the **End Task** button.

4. Repeat this process until all the background tasks are closed.

NOTE: The Task Manager allows you to close "Processes" in addition to Applications. Many of the listed Processes are necessary Windows functions that should not be closed. Therefore, we recommend you only close Applications and do not close any Processes.

To view and close background tasks (Windows 2000):

1. Hold down the **Ctrl** and **Alt** keys, then tap the **Delete** key. The Windows Security pop-up appears.

2. Select **Task Manager**. The Windows Task Manager appears.

3. Click the **Applications** tab. This tab displays a list of all background tasks running on your system.

4. To end a background task, click on its name in the list, then click the **End Task** button.

5. Repeat this process until all the background tasks are closed.

It is important to remember that the next time you restart your computer all of the background tasks that you ended will reactivate.

NOTE: The Task Manager allows you to close "Processes" in addition to Applications. Many of the listed Processes are necessary Windows functions that should not be closed. Therefore, we recommend you only close Applications and do not close any Processes.

To view and close background tasks (Windows Me and 98):

1. Hold down the **Ctrl** and **Alt** keys, then tap the **Delete** key. The Close Program window appears. Inside this window is a list of all background tasks running on your system.

★ It is important that you DO NOT CLOSE the background tasks named Explorer and Systray. All other background tasks may be ended.

2. To end a background task, click on its name in the list, then click the **End Task** button.

3. The Close Program window closes and the task is ended.

4. Repeat until only Explorer and Systray remain.

It is important to remember that the next time you restart your computer all of the background tasks that you ended will reactivate.

MOTHERBOARD CHIPSET

If you are continuing to have performance problems and have already ensured that your system is completely compatible with DirectX 8.0 (➤ *DirectX Problems* on p. 6), you should check with your system manufacturer for the availability of updated motherboard chipset drivers. Updating your motherboard drivers will usually enhance the performance and functionality of your system's video, hard drive, and CD-ROM/DVD-ROM drive controllers. Please consult your system manufacturer or motherboard documentation for assistance.

CD-ROM/DVD-ROM PROBLEMS

An 8x-speed or faster CD-ROM/DVD-ROM drive is required to run *Medal of Honor Allied Assault Spearhead*.

RECEIVE "FILE NOT FOUND" ERROR MESSAGE WHEN INSTALLING OR RUNNING THE GAME

✧ Make sure the disc is in the CD-ROM/DVD-ROM drive. The disc must be in the drive to install or run the game.

✧ Make sure the disc is clean and not scratched or damaged.

CD-ROM/DVD-ROM PERFORMANCE PROBLEMS

Make sure you are using a 32-bit native Windows driver to control your CD-ROM/DVD-ROM drive.

To verify that you are using 32-bit drivers (Windows Me, 98, 95 only):

1. Left-click the ▦**Start** button from the Windows Taskbar and select **Settings > Control Panel**.

2. From the Control Panel, double-click **System**. The System Properties appear.

3. Click the **Performance** tab.

◇ If the Performance Status states that your system is configured for optimal performance, you are using 32-bit Windows native drivers and do not need to update them. If not, you may need to update your CD-ROM/DVD-ROM drivers. Contact your manufacturer for assistance.

◇ Do not use a DOS-based 16-bit driver to control your CD-ROM/DVD-ROM drive (loaded in CONFIG.SYS) as it may significantly reduce performance.

VIDEO PROBLEMS

Medal of Honor Allied Assault Spearhead requires a video card capable of 800x600 resolution with 16-bit color depth. In addition, the video card must have at least 16 MB of video memory and be completely compatible with DirectX 8.0.

The most common cause of video problems is an outdated video driver (➤ *DirectX Problems* on p. 6). Please ensure that you are using the latest driver available for your video card. Refer to your manufacturer's website or contact them for assistance if necessary.

You should also experiment with the various display settings available in *Medal of Honor Allied Assault Spearhead*. In general, lowering the detail settings, resolution, and color depth should help the performance of the game.

Also, make sure your video card and monitor are capable of displaying the resolution and color depth you have selected. Refer to your hardware documentation for help.

MEMORY PROBLEMS

Medal of Honor Allied Assault Spearhead requires 128 MB RAM and Virtual Memory ENABLED. We advise letting Windows manage the amount of virtual memory automatically (the default setting) and having at least 500 MB free space on the main hard drive (the drive that contains Windows, typically 'C:') after installation. Please refer to your system documentation or manufacturer if you need help configuring your virtual memory.

SOUND PROBLEMS

Medal of Honor Allied Assault Spearhead requires a sound card with DirectX 8.0 compatibility. If your sound card driver is not fully compatible with DirectX 8.0, you may experience choppy or stuttering sound, or sound that cuts in and out. In this case, we recommend obtaining updated drivers from your sound card manufacturer (➤ *DirectX Problems* on p. 6).

INSTALLED SOUND CARD, BUT THERE IS NO SOUND

★ Make sure your speakers or headphones are plugged into the appropriate jack, are turned on, and the volume control is turned up. If the problem persists, contact your manufacturer.

MODEM PROBLEMS

Medal of Honor Allied Assault Spearhead requires a 100% DirectPlay compatible 56.6 Kbps or faster modem for modem-to-modem play. A high-speed (16550 UART) serial port is required if using an external modem.

MODEM DOES NOT INITIALIZE

◇ Make sure your modem is installed correctly and is turned ON.

◇ Make sure your modem works properly in Windows. If your modem is installed correctly and works with other Windows modem applications, but you are having problems initializing it in *Medal of Honor Allied Assault Spearhead*, try changing your modem type in Windows to "Standard Modem".

◇ Some computers may have telephone answering or FAX applications pre-installed. These applications may tie up the modem, not allowing it access to other applications. Exit all applications that use your modem before playing a modem game.

NETWORK PROBLEMS

Medal of Honor Allied Assault Spearhead requires a TCP/IP compliant network and network interface card for network play. If you experience difficulties with network play, consult your network manual or network administrator for specific information on loading drivers.

CONNECTION PROBLEMS

◇ Make sure the computers you are trying to connect are on the same network and are all using the required protocol.

◇ Do not run any applications that communicate over the network in the background (e.g., mail programs, personal schedulers, network monitors, or instant messengers) while playing a network game.

TESTING NETWORK CONNECTIVITY

It is possible to test your network status with DirectX.

1. Click the ⊞Start button on your Windows Taskbar, then click Run....

2. In the Run dialog box, type dxdiag then click OK.

3. Click the Network tab.

4. Click the Test DirectPlay button, then highlight the network protocol you will be using from the list of Service Providers.

5. Make sure that the button next to Create New Session is selected, then click OK. A DirectPlay Chat test session opens.

6. To test your network connectivity, other users must attempt to join your DirectPlay Chat test session. To join your test session, other users should follow steps 1-4, select Join Existing Session, and click OK.

7. Attempt to chat by typing a message and clicking Send.

Test results are displayed in the Notes field upon closing the test session. Contact your network administrator if results indicate that a problem exists or if other users have difficulty joining your Chat test session.

IP ADDRESS

If you do not know what your TCP/IP address is, you can find out by following these steps:

To determine your IP address (Windows XP and 2000):

1. Establish a direct Internet connection.

2. Click the ⊞Start button and select Run....

3. Type cmd in the Run dialog box, then click OK. A command prompt window opens.

4. Type ipconfig and press Enter. A list of information is displayed, including your current IP Address.

5. Record this number and close this window when finished.

To determine your IP address (Windows Me and 98):

1. Establish a direct Internet connection.

2. Click the ⊞Start button and select Run....

3. Type winipcfg in the Run dialog box, then click OK. The IP Configuration utility opens.

4. Select the network device you are using to connect to the Internet from the available choices in the drop down box.

5. Your IP address is the number displayed in the IP Address field.

6. Record this number and close this window when finished.

NETWORK PERFORMANCE ISSUES

There are various adjustments you can make to be sure you get the best performance out of your network game. These apply to the host computer as well as the client computers. Try them on the host first as this may solve all the problems.

◇ Make sure the host computer (the one that creates the network game) is the fastest of the computers, as it controls the game speed.

◇ High-traffic networks slow the game down considerably. Avoid playing the game at peak traffic hours, while there are large file transfers or print jobs being done.

◇ The slowest computer limits performance. Adjusting the resolution, detail settings, etc. on a slow machine can help boost performance in a network game.

TCP AND UDP PORT INFO

Medal of Honor Allied Assault Spearhead uses the following TCP and UDP port(s) for Internet play:

TCP Port: 12203 (default), 12204-12218

Master UDP Port: 12300

Server UDP Port: 12203 (default), 12204-12218

NOTE: You will need TCP and UDP ports 6667, 3783, 27900, 28900, 29900, 29901, 13139 and 6515 open to use GameSpy to connect to internet servers.

GAMEPLAY GUIDE

Medal of Honor Allied Assault Spearhead is the expansion pack for *Medal of Honor Allied Assault*. This gameplay guide highlights some of the new features and gameplay options Spearhead offers.

In *Medal of Honor Allied Assault Spearhead*, you take on the role of Sergeant Jack Barnes, paratrooper and soldier of the 501st Parachute Infantry Regiment (PIR).

Volunteering for hazardous duty, Barnes was given basic training in Toccoa, Georgia. He then earned his paratrooper wings from Fort Benning and rounded out unit training at Camp MaCall in North Carolina.

Jack Barnes and the 501st PIR, along with the U.S. 101st Airborne Division (aka "The Screaming Eagles"), and the British 6th Airborne are an instrumental component in the pre-dawn invasion of Operation Overlord. Prior to the D-Day beach landing, they are the first to set foot on enemy occupied soil.

Medal of Honor Allied Assault Spearhead depicts various operations of the European Theater that were vital to the success of the Allies in World War II. From the pre-dawn invasion of Normandy, to the blistering-cold that is Bastogne, and straight into the heart of the Axis empire, *Medal of Honor Allied Assault Spearhead* proves that one man can truly make a difference.

COMPLETE CONTROLS

In addition to the following complete set of default keyboard controls, you can completely configure how you control *Medal of Honor Allied Assault Spearhead*. Whether you play with the keyboard or mouse you can configure the controls just as you want them.

NOTE: Options listed here are default keyboard settings. You can configure these settings through the Options screen (➤ *Options* on p. 25).

MOVEMENT

◇ The term **None Set** indicates that a control choice is not set by default. These choices must be set from within the game to be operational. You may also set alternate controls for most actions.

ACTION	PRIMARY
Look/Aim Weapon	Mouse
Move Forward/Backward	W / S
Jump	SPACEBAR
Crouch	Left CONTROL
Turn Left/Right	None Set
Look Up/Down	None Set
Center View	None Set
Strafe Left/Right	A / D
Run/Walk (Hold Key)	Left SHIFT
Always-Run Toggle	None Set
Lean Left/Right	Z / C

WEAPONS

NOTE: Some weapons do not have a secondary attack.

ACTION	PRIMARY
Primary attack	Mouse button 1
Secondary attack	Mouse button 2
Use (Action)	E
Reload Weapon	R
Holster Weapon	Q
Next Weapon	Mouse wheel Up
Previous Weapon	Mouse wheel down

Select Pistol	[1]
Select Rifle	[2]
Select Submachine Gun	[3]
Select Machine Gun	[4]
Select Grenade	[5]
Select Heavy Weapon	[6]
DM Drop Weapon	[H]

NOTE: DM commands apply only to Multiplayer sessions.

OTHER

ACTION	PRIMARY
Pause Game	[PAUSE]
Review Objectives/Scores	[TAB]
QuickSave	[F5]
Load Last QuickSave	[F9]
Select DM Team	[U]
Select DM Primary Weapon	[P]
DM Quick Message	[Y]
DM Quick Team Message	[T]

NOTE: DM commands apply only to Multiplayer sessions.

CONTROLLABLE ARTILLERY

A new feature in *Medal of Honor Allied Assault Spearhead* allows the player to man some of the bigger weapons of the war.

★ To use controllable artillery, select **USE** to mount the weapon, and **FIRE** to fire the weapon. When finished, press **USE** again to dismount the weapon.

SETTING UP THE GAME

From the Map Room, you can go to any adventure in the world of *Medal of Honor Allied Assault Spearhead*. Play a single-player game, or join thousands of other *Medal of Honor* players online. You can also load a previously saved game or change your gaming options before setting off on a new mission.

NEW GAME: IF YOU HAVE
ALREADY STARTED A NEW
GAME, THIS OPTION READS
CONTINUE GAME

OPTIONS: SET GAMEPLAY,
CONTROLLER, AUDIO AND
VIDEO OPTIONS (➤ *OPTIONS*
ON P. 25)

LOAD/SAVE & MEDAL CASE:
LOAD A SAVED ONE OR VIEW
RECORDS ON YOUR COMPLETED
MISSIONS (➤ *LOAD/SAVE &
MEDAL CASE* ON P. 17)

HEAD TO THE BRIEFING
ROOM TO GET STARTED ON
THE NEXT MISSION

GO HEAD-TO-HEAD AGAINST
FRIENDLIES AND FOES VIA
LAN OR INTERNET PLAY

EXIT TO WINDOWS

NEW GAME — Start a new game.

OPTIONS — Set control, audio, and video options in the game.

LOAD/SAVE & MEDAL CASE — Load or save games, or review the medals that you have earned.

BRIEFING ROOM — Go to the Briefing Room to replay an unlocked mission at any time.

MULTIPLAYER — Create or join a multiplayer game (➤ p. 20)

QUIT — Exit and return to your desktop.

◇ The Monitor Calibration Screen calibrates the brightness level of your monitor so that the game's colors and appearance is accurate.

To use the monitor calibration tool:

1. Select OPTIONS in the Main menu. The Options menu appears.

2. Select VIDEO OPTIONS in the Options menu. You find a calibration tool that allows you to properly set your monitor brightness level.

3. Follow the instructions on the screen, and when done, click APPLY. Your monitor calibration has now been changed.

★ To play the single player adventure of the original *Medal of Honor Allied Assault* game, click QUIT and relaunch using the *Medal of Honor Allied Assault* shortcut.

NEW WEAPONS

Medal of Honor Allied Assault Spearhead adds a list of new weapons to your theater of operation. These weapons span across multiple countries, and each has unique characteristics. Be sure that you are familiar with the abilities and limitations of each new firearm and explosive prior to any treacherous combat.

GRENADE CLASS

FRAGMENT GRENADES

F1 Fragment Grenade

The F1 Fragment grenade was the Soviet counterpart to the British M36 and the American fragment grenade. Heavier than many grenades, the F1 was harder to throw great distances, but it made up for this deficit with its large blast radius.

Mills Grenade

The Mills Grenade was the standard British hand grenade used. The Mills Grenade was a cast-iron casing filled with high explosives, utilizing a screw-in fuse that was put in place prior to combat. The fuse itself was activated when a spring-loaded lever was released as the grenade left the thrower's hand. Small, light and able to be thrown at great distance, the Mills Grenade surpassed some of its other counterparts in this field, proving to be a deadly weapon in ranged combat.

"Cooking" Fragmentation Grenades

Experienced soldiers preferred the method of 'cooking' frag grenades for maximum impact to the enemy. Cooking grenades allows for the explosion of the grenade to occur while it's airborne, showering fragment pieces in all directions.

★ To cook a grenade, hold down the primary fire. This pulls the pin on the grenade, setting off the fuse, and activating the device. You now have approximately 5 seconds to throw the grenade before it detonates.

SMOKE GRENADES

Used to obscure the enemy's view, provide an immediate veil of cover from enemy fire, or as a diversionary tactic, smoke grenades are useful in most all situations. While the use of various colors often had meaning, for your European Theater operations we have standardized the colors based on its country.

M18 Smoke Grenade

American - Red

RDG-1 Smoke Grenade

Soviet - Mustard

Nebelhandgranate

German – Green

PISTOL CLASS

Webley Revolver Mark IV

Due to its considerable weight, the British Webley revolver Mark IV has very mild recoil. Despite the supposed limitations of revolver class weapons with a break-open frame, the Webley is quite accurate and was produced out of a better quality of steel than its predecessors.

7.62mm Model 1895 Nagant Revolver

A unique Russian sidearm with a cylinder that rotates and is pushed forward so that the mouth of the cartridge actually enters the barrel. When the weapon is fired, the cartridge mouth expands and completely seals any gap for gasses to escape from the gun. A double action configuration was given to all Soviet military, who in turn, found it a viable weapon to be fired out of the vision ports of their T34 tanks.

RIFLE CLASS

Lee Enfield

Having a long and distinguished evolution, the British Lee Enfield rifle is a stalwart amongst the rifle class. The 10 round clip, bolt-actioned rifle was an extremely accurate piece, without the harsh kickback of equally high velocity rifles.

Gewehr 43

A logical evolution from the Gewehr 41, this telescopic rifle was first thought to be used on the Eastern Front in late 1943. This rifle demanded acute aiming sensibility and was only used by German specialists. While rare in combat, this particular Gewehr 43 has been modified to semi-automatic functionality.

MACHINE GUN CLASS

Sten Mark 2

A lightweight and compact automatic weapon, the Sten Mark 2 was considered the workhorse of the British military, with over two million produced in less than three years. It can hold as much as 32 rounds, but was generally loaded with 30 to avoid jamming and magazine spring complications.

PPSh41 SMG

The Soviet PPSh41 submachine gun was first introduced during USSR's bitter war with Finland. The PPSh submachine gun utilized the simple blowback action, and fires from the open bolt position. The semi or full auto selector is located within the trigger guard allowing easy access. A very reliable and popular Soviet weapon capable of a high rate of fire, the PPSh used large capacity, cylindrical magazines.

Soviet 7.62mm DTM

With a sixty-round, detachable pan capacity and violent firing recoil, the DTM was rarely used as a stand-alone weapon. Cumbersome and large, these weapons gained popularity when mounted on Soviet T34 tanks as a secondary weapon.

Portable Maschinengewehr 42 (MG42) (multiplayer only)

Because of its capabilities, the portable MG42's deadly firepower was widely considered when factoring attacks against the Germans. The MG42 possessed a very high rate of fire (approximately 1,200 rounds per minute), was extremely reliable in all conditions, was very simple to operate and maintain, and proved to be very popular with the soldiers who called for it in ever-increasing quantities. Quite literally, one man carrying the MG42 could move with relative freedom with a weapon capable of dominating any infantry battlefield.

★ To pick up the gun, press the USE button.

★ To assemble the MG42, press the SECONDARY FIRE button.

★ To fire, press the FIRE button.

★ To detach or re-attach from the MG42, press the USE button.

MULTIPLAYER

Medal of Honor Allied Assault Spearhead allows for continued playability with the online community, with 12 new maps and five gameplay modes, including the new Tug-of-War (TOW) mode.

★ To access Multiplayer, select MULTIPLAYER from the Main menu.

RETURN TO THE MAP ROOM
SET MULTIPLAYER OPTIONS
START A NEW MULTIPLAYER GAME
JOIN AN EXISTING MULTIPLAYER GAME

✧ Choose to play as an Allied (Russian, British, American) or Axis (German) solider in the game (➤ *Multiplayer Options* on p. 25).

START GAME	Create a new game.
JOIN GAME	Join an existing game.
MULTIPLAYER OPTIONS	Change player models.
MAP ROOM	Return to the Main menu.

NOTE: If you have been playing in the campaign, you must click DISCONNECT FROM GAME before starting or joining a multiplayer game.

JOIN GAME

Join an existing multiplayer game via the Internet or a LAN connection in the Join Game screen.

To join a LAN game:

1. Select JOIN GAME in the Multiplayer menu. The Join Game menu appears.

2. Select JOIN LAN GAME in the Join Game menu. An in-game browser that allows you to find any hosted games on your network appears.

3. Select the game you wish to play and click JOIN GAME. Gameplay begins.

To join an Internet game:

1. Select JOIN GAME in the Multiplayer menu. The Join Game menu appears.

2. Select JOIN INTERNET GAME in the Join Game menu. The Join Internet Game menu appears.

3. Enter the IP address of a game you wish to join and click CONNECT TO IP ADDRESS or click LAUNCH GAMESPY ARCADE to use GameSpy to find available public servers. To use the internal browser to search for games, click BROWSE INTERNET SERVERS. Follow the onscreen prompts to begin a game.

★ To return to the Multiplayer screen without making changes, click BACK.

START GAME

Create your own multiplayer game and host it via the Start Game screen.

To host your own multiplayer game:

1. Select START GAME in the Multiplayer menu. The Start Game menu appears.

2. Choose the multiplayer game type you with to play (➤ *Multiplayer Game Types* on p. 22). The Game Setup menu appears. Adjust server and multiplayer options and select DONE. Your game is created.

MULTIPLAYER GAME TYPES

In *Medal of Honor Allied Assault Spearhead*, the classic types of *Medal of Honor Allied Assault* multiplayer games are represented, as well as a new one, Tug of War (TOW).

FREE FOR ALL GAME
Every man for himself. No teams and no goals other than destruction and mayhem.

TEAM GAME
Play as either the Allies or Axis as you fight to dominate as a team.

ROUND BASED GAME
Team play with a twist. Players who are eliminated are not able to return until the current round is finished. Fight hard to stay alive, for it's the last team standing that wins.

OBJECTIVE BASTED GAME
Play *Medal of Honor Allied Assault* objective-based maps using new weapons and characters.

TUG OF WAR GAME
Both teams have up to five objectives they must complete. The first team to complete all of their objectives wins the round.

TUG OF WAR

Tug of War (TOW) is an objective-based style of multiplayer gameplay that is completely new to *Medal of Honor*™ game types.

◇ One of the primary objectives is to defend (or attack) team spawn locations. If one side is able to destroy their enemy's spawn area, that team quickly gains an advantage. Their teammates continue to spawn into battle if they are killed, whereas enemies do not. Other objectives include taking top-secret aircraft, stealing a submarine, or fighting to control Berlin.

◇ Teamwork and communication are vital in determining when the proper time to attack the enemy's base is, and when it's better to stay home and defend.

GAME SETUP SCREEN

Name your game server, select maps, and start your multiplayer game from the Game Setup screen.

★ To name your game server, enter a name into the Server Name box and press ENTER. Your server is named.

★ To increase game speed for all users, make the host computer a dedicated server by checking the appropriate box in the Game Setup Screen.

★ To change maps, click SELECT MAP and choose a new map from the drop-down list (➤ *Map Rotation* on p. 24).

★ To return to the Start Game screen without making changes, click BACK.

SERVER OPTIONS

Max Players

Configure the maximum number of players in the game. The default is **32** players. This should be set according to the speed of the server connection. Only servers with T1 or equivalent connections should host a 32-player server.

Frag Limit (All Except TOW)

This sets the score at which the player or team will win the current map.

Time Limit (All Except TOW)

This sets the elapsed time at which the game ends, the winner being the player with the highest score at that time.

Inactive Spectate

This sets the time in seconds after which an inactive player becomes a spectator. To save server bandwidth, **60** seconds is default.

Inactive Kick

This sets the time in seconds after which an inactive player is kicked out of the game. **900** (15 minutes) seconds is default.

Map Rotation Time (Team, Round, Objective, and TOW only)

This sets the maximum amount of time in minutes players will spend in a particular map.

Round Reset Time (Round, Objective, and TOW only)

This sets how long each round will take, in minutes. This can be smaller than the map rotation time, but not larger.

Team Spawn Delay (Team, TOW)

This sets a delay in seconds between spawns. This is useful if you would like the player spawned in batches, rather than one at a time.

Dedicated Server

Check the DEDICATED SERVER box to increase the speed of the multiplayer game by making the host computer a server-only machine. You will not be able to play the game on a machine that is set up as dedicated.

Use GameSpy

To use Gamespy gaming service for internet-based multiplayer games, check the USE GAMESPY box.

GAME OPTIONS

HEALTH DROP   When checked, eliminated players drop a health pickup that other players can use if they are hurt.

REALISTIC MODE   When checked, weapons cause more damage and are in general, less accurate. Select this for the ultimate combat experience.

FAST RUN SPEED   When checked, the speed at which players can run through levels is increased. Leaving it unchecked defaults to *Medal of Honor Allied Assault's* run speed.

HEAL RATE   Determines how fast players heal when they use a health pickup.

✧ Players entering a multiplayer game are automatically invulnerable for 3 seconds each time they spawn. This invulnerability is meant to give players a chance to take cover if there happens to be enemy fire at the time they spawn. The effect is negated early if the player fires his weapons.

MAP ROTATION

Customize which maps your server cycles through. You may set your server to cycle through both *Medal of Honor Allied Assault* and *Medal of Honor Allied Assault Spearhead* maps, as desired.

NOTE: *Medal of Honor Allied Assault Spearhead* supports, and plays, all *Medal of Honor Allied Assault* maps as well as *Medal of Honor Allied Assault Spearhead* maps. However, people running *Spearhead* may not join servers that were started with *Allied Assault* and vice versa. If you wish to join an *Allied Assault* server, please QUIT *Spearhead* and relaunch the game using the *Medal of Honor Allied Assault* shortcut.

★ To set the rotation of maps during the multiplayer game, click on the SETUP ROTATION button. On the following screen, you may add whichever maps you desire to the Rotation List. Click APPLY to confirm your rotation.

★ To rotate between all available *Medal of Honor Allied Assault Spearhead* multiplayer maps, click DEFAULT MAP ROTATION.

★ To start the game as it is configured, click START GAME. Play begins on the selected map when players have joined and (if needed) selected teams.

MULTIPLAYER OPTIONS

What kind of soldier do you want to be?

ENTER YOUR NAME HERE

SELECT AXIS MODEL

SELECT ALLIED MODEL

FORCE EVERYONE TO USE THE SAME MODELS

To change your character's name in the game:

1. Enter a new name in the Player Name textbox and press `ENTER`.

2. Select APPLY to confirm your change. Your player name is changed.

★ To select a different Allied model, click ALLIES PLAYER MODEL and select a new model from the drop-down list.

★ To select a different Axis model, click AXIS PLAYER MODEL and select a new model from the drop-down list.

★ To force everyone in the game to appear on your computer as the same team model that you selected, check FORCE MODELS.

✧ If your system has the minimum amount of recommended RAM, using Force Models may improve game performance.

★ To specify the speed of your connection, click the arrow and choose the appropriate speed. This optimizes your system's performance in multiplayer games.

★ To apply any changes and return to the Multiplayer screen, click APPLY.

ABOUT THE MEDAL OF HONOR

"For conspicuous gallantry and intrepidity at the risk of life, above and beyond the call of duty, in action involving actual conflict with an opposing armed force," the Congressional Medal of Honor is the highest award bestowed by the United States on members of its Armed Forces. Awarded by the President of the United States in the name of the Congress, the Medal of Honor acknowledges the greatest achievements and sacrifices of individual soldiers in the uniforms of our country.

Inaugurated in 1862 in the middle of the Civil War, the founding legislation sought to create 2,000 Medals of Honor to be presented "to such non-commissioned officers and privates as shall most distinguished themselves by their gallantry in action, and other soldier-like qualities, during the present insurrection." Since the awarding of the first Medal of Honor to Army Private Jacob Parrot in 1863 for crossing Confederate lines to destroy a railroad, after millions of men and women have served their country through the six subsequent major wars, 3,459 individuals have risen to the challenge to embrace the qualities that warrant this great distinction.

ABOUT THE CONGRESSIONAL MEDAL OF HONOR SOCIETY

In 1946, the Medal of Honor Society was formed to uphold the qualities of the Medal of Honor and to provide assistance to indigent recipients. Whether they became millionaires or laborers in peacetime, the CMOHS seeks to promote a brotherhood between recipients, for there are no "winners" of the Medal of Honor and no victories on the battlefield without brothers to protect. In so protecting, a number of the recipients have given the ultimate gift to their brothers and their country. In their memory and those who have subsequently passed on, the CMOHS retains the record of their valiant actions. For living recipients, the CMOHS seeks to promote full and vibrant lives in peace for these living symbols of what it means to be an American. In times of duress, Americans need to look no further than the Congressional Medal of Honor Society for the values of valor, respect and honor across the spectrum of American backgrounds – the values that make this country great.

Electronic Arts™ is privileged to participate in the Society's continuing education and awareness efforts on behalf of the Congressional Medal of Honor and it recipients. You can learn more about the Society and the recipients at the Society website: www.cmohs.org

POEMS

The following poems about the legacy of this war were written by World War II soldiers. One of these poems appears at the end of each successfully-completed mission in *Medal of Honor Allied Assault Spearhead*.

'The Hour is Go'

by Francis J. Turner – from his personal archives

THE HOUR IS GO

One's eyes close tight and families fade,
When going to war which evil men made.
Though anxious and frightened, we don't let it show,
For the day is approaching, when the Airborne must go.

Each day now rolls past; we wait just the same,
But D-Day is near, and for this we all came.
The hour grows near; each man feels it inside,
And soon we'll be falling, with nowhere to hide.

Our eyes are now down and the chatter the same,
Each weapon now loaded, no longer a game.
Eagles gather round and bow your heads low,
Europe awaits and the hour is go.

Planes rumble past as we wait for our turn,
To fly over waters we have yet to each earn.
Checked buckles and straps, left nothing to chance,
The Jumpmaster stands, calls "Welcome to France".

Flak turns to fire in the blackest of night,
Too low, too fast, can't jump from this height.
There's no turning back, the risk has been taken,
Free fall into hell, paratrooper's forsaken

Eagles hold tight, scattered prayers to survive,
We'll hit the ground soon, whether dead or alive.
As feet touch the ground, each soldier turns on,
Confusion and fear are beaten and gone.

The enemy is close and sad they don't know
The Airborne is here, it's time they must go.
The hour is now, Hitler's had his last chance
On St. Michael's wings, we're taking back France.

THE HILLS OF BASTOGNE

The crops should be full in Belgium this year,
The soil should be fertile, but the price has been dear,
The wheat should be red on the hills of Bastogne
For its roots have been drenched by the blood of our own.
Battered and reeling we stand in their way,
It's here we are, and here we will stay.
Embittered, wrathful, we watch our pals fall,
God, where's the end, the end of it all?
Confident and powerful, they strike at our lines,
But we beat them back, fighting for time.
Berserk with fury, they are hitting us now,
Flesh against steel - we'll hold - but how?
For each day that we stay, more mothers must grieve.
For each hill that we hold more men must we leave.
Yes, honor the men who will some day come home,
But pray for the men 'neath the hills of Bastogne.

THAT SOMETHING

It's funny, how one can lie,
and remember things of days gone by.
And in perhaps one short minute,
recapture a past year and all thats in it.

It's funny, how a quiet room, gives chance to ponder,
leading our thoughts, or even a funny phrase,
will recall something that happened in bye gone days.

Everyone stores up things that have past,
some are forgotten, others will always last.
But a soldier who has been to war,
has in life's memory book, something more.

"Something" that can only be,
in the memories of men, like you and me.
"Something" that is born midst shot and shell,
develops and grows in times of bloody hell.

This "comradeship" as it is known by us,
of which we never make much fuss.
Is this "something" which in our minds was set
in lands where many are lying yet.

And so I remember from the start,
the lads I knew, now far apart
my soldiering is finished, I leave it all behind,
but that "something" comes with me in my mind.

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TECHNICAL SUPPORT

If you have trouble with *Medal of Honor Allied Assault Spearhead*, EA Technical Support can help. In addition to the material provided in the *Problems with Your Software?* (➤ p. 6), *Medal of Honor Allied Assault Spearhead* includes the *EA Help* file that provides solutions and answers to the most common difficulties and questions about how to properly use this product. It also allows you to send a detailed report of your problem directly to EA Technical Support via e-mail.

To access the *EA Help* file:

1. Start the Windows operating system.
2. Insert the *Medal of Honor Allied Assault Spearhead* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.
✧ If the Autorun menu does not automatically appear, left-click the 🎬Start button from the Windows Taskbar and select **Run**.... Type **D:\autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').
3. Click the **EA HELP** button on the Autorun menu. *EA Help* opens.

If you are still experiencing difficulty after utilizing the information in the *EA Help* file, you can also use it to contact EA Technical Support. *EA Help* contains a utility that detects your system's hardware and organizes this information into a detailed report. This report helps EA Technical Support solve your problem in the quickest possible time. Please note that you will need to have registered your copy of *Medal of Honor Allied Assault Spearhead* in order to take advantage of this utility.

To run the utility:

1. Launch the *EA Help* file.
2. Go to **page 2** of the Welcome screen by clicking the small arrow in the bottom corner.
3. Click the **Contact Tech Support** button. The utility opens.
4. Click **OK** to begin detecting your hardware.

When it finishes, you can view the gathered information by looking through the various category tabs. To send this information to EA Technical Support, fill out the blank sections under the User tab including a detailed description of the problem you are experiencing and click Send (if you have an open Internet connection) or Save Info (if you wish to or e-mail the file manually). A copy of the report is automatically saved to your Windows desktop.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

techsupport.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, fax, or letter. *Please be sure to include the EA Help utility report in your e-mail or letter.*

To run the utility:

1. Launch the *EA Help* file.
2. Go to **page 2** of the Welcome screen by clicking the small arrow in the bottom corner.
3. Click the **Contact Tech Support** button. The utility opens.
4. Click **OK** to begin detecting your hardware.

If you need to talk to someone immediately, call us at (650) 628-8468 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. *Please have the EA Help utility report printed and ready when you call.* This will help us service your call in the quickest possible time. **No hints or codes are available from (650) 628-8468. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

EA TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: http://techsupport.ea.com

FTP site: ftp.ea.com

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If you live outside of the United States, you can contact one of our other offices.

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In **Australia**: For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per minute) CTS 7 days per week 10:00 AM – 8:00 PM. If you are under 18 years of age, parental consent required.

NEED A HINT? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!
In the **US**, dial 900-288-HINT (4468). $0.95 per minute.
In **CANADA**, dial 900-451-4873. $1.15 (Canadian) per minute.
If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

LIMITED 90-DAY WARRANTY

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RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

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EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
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EA WARRANTY CONTACT INFO

E-mail and Website: http://techsupport.ea.com
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- Register your game.

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That's it. You're done. Go play!